

James Garner

☰ FULL STACK ENGINEER ✍️ DESIGNER 📦 OPEN SOURCE HERO

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EMPLOYMENT HISTORY

- NOVEMBER 2014 - PRESENT 🏢 **Relative Insight Ltd.**
Data Scientist. Custom web data scraping in Python as part of Relative Insight's client services.
- JUNE 2014 - SEPTEMBER 2014 🏢 **DataCentred Ltd., MediaCityUK, Manchester**
Cloud Applications Engineer on the DevOps team. Strong focus on Git, scalability and performance. Created a customer facing Ruby on Rails and AngularJS web app which reflected a JIRA installation in real-time. Represented DataCentred at the Greater Manchester Data Dive and was described as “our awesome intern”.
- JUNE 2013 - MAY 2014 🏢 **NextWorldWeb Ltd., InfoLab21, Lancaster**
Moved custom websites to Object Orientated PHP (CakePHP), WordPress & CS-Cart frameworks. Automated WordPress theme creation from any site. Successful internship followed by private employment.
- 2007 - PRESENT 🏢 **Invisionsoft / jadaradix design + systems, Worldwide**
Developed ‘DS Game Maker’ since 2007 in .NET and C — it's now open source. By age 17 I'd sold over 1,500 serial codes and 350 physical ‘Homebrew Kits’. It was adopted at American summer camps and site licenses were sold to schools worldwide.
Engineered the complete cross platform/HTML5 game maker ‘Dark Flow’ (lead developer) with 4 friends. The games ran on PC via a .NET bytecode runner and the web/mobile devices via HTML5 code generation. It was also commercially successful and we ran education workshops.
I've also done paid full stack freelance work for clients including Astute Motoring, HiFi Design, Timberland Sheds and The Nail Spa.

EXPERIENCE & SKILLS

SKILLS: ADVANCED



▶ **node.js, AngularJS, HTML5, Responsive Design**

.NET (Visual Basic, C# & Mono), jQuery, Sass, Grunt

SKILLS: PROFICIENT



▶ **Git, OO JS, LAMP (OO PHP), C (Nintendo DS), Ruby on Rails, Python**

Templating (Jade, Haml), Accessibility, UNIX SysOps, Graphic Design, JavaFX

SOCIETY LEADERSHIP

- ▶ **President**, The Computer Science Society (2014 — present)
- ▶ **Webmaster & Social Secretary**, The Computer Science Society (2012 — 2014)
- ▶ **Publicity Officer**, LGBTQ* Association (2013)
- ▶ **Lüdenschheid-Brighthouse** Twin Town society (2012 — present)

LANGUAGES

- 🌐 **English** (Native)
- 🌐 **German** (Fluent)

FOR FUN

- ▶ Bell ringer, pianist, badminton player and collector of “I ♥ (...)” t-shirts. I exchange with Germany every year and I've exchanged with Poland independently. I love Europe!

EDUCATION

COMPUTER SCIENCE BSc (HONS) (EXPECTED UPPER 2ND)

2012 – 2015  **Lancaster University, UK**

YEAR 3 STUDIED Distributed Systems; Languages and Compilation; Artificial Intelligence; Advanced Internet & Mobile Applications; Media Coding & Processing; Security and Risk.

YEAR 2 STUDIED Operating Systems & Concurrency; HCI & Heuristics; Networking; Software Design; Professional Issues (Data Analysis, Legalities, Project Planning/Reporting); Functional Programming (Erlang/Python); Teamwork Android development.

YEAR 1 STUDIED Algorithms & Efficiency; Databases; Digital Systems (Mathematics, Assembly, Compiling, Debugging). I got a First.


GERMAN STUDIES (ADVANCED) 1ST YEAR (UPPER 2ND)


2012 – 2013  **Lancaster University, UK**

STUDIED German 20th Century Culture, History, and Society; Researched Paper 'Die Folgen der Veränderung der deutschen Sprache' Grammar; Discussion.


PROFESSIONAL DEVELOPMENT

TALKS GIVEN


NOVEMBER 2014  **Nintendo DS Homebrew, 2014 Edition**
UNIVERSITY OF DUNDEE DunDDD conference. "Picking apart the retro Homebrew Scene and demonstrating writing Nintendo DS homebrew live."


JANUARY 2014  **Facebook Data Analysis**
LANCASTER UNIVERSITY "What does your Facebook say about you? I will show how we can leverage the power of Computer Science to learn about our own everyday on-line interactions."


CONFERENCES, HACKATHONS & NETWORKING


NOVEMBER 2014  **Startup Weekend 2014**
Developed a one line JS plug-in for reputation based comments, quantifying personality to eliminate trolls. First Prize winners (unlimited free SpacePortX access). Team of 4.

JULY 2014  **Greater Manchester Data Dive**
MANCHESTER Drilled into a dataset of ~700,000 Tweets from the Greater Manchester and Lancashire region to look for insights that could aid the local community via statistical analysis and heatmapping. Team of ~8.

APRIL 2014  **InfoLab21 Showcase**
LANCASTER Presented my research "Geosocial Networking Security and Facebook Semantic Analysis" (via poster) alongside PhD students, looking at the reverse engineering of Grindr ('Stalkr') to automatically find users' locations. Also wrote a framework for analysing Facebook personal archives (to create a common private social graph).

MARCH 2014  **Hack Smart Streets 2014**
LANCASTER Developed an API for public bodies to detect decaying street furniture from crowdsourced imagery in .NET using ffmpeg and a home grown Computer Vision algorithm. 'Most Commercially Viable' Prize winners (£1000). Team of 4.

AUGUST 2013  **LeedsHack 2013**
LEEDS Developed HTML5 mobile augmented reality game 'Pacman City'. First Prize winners (4 Apple TVs). Team of 3.

JULY 2012  **LeedsHack 2012**
LEEDS Developed real-time Tower Defence game 'Maps Attax' on Google Maps. Team of 3.